

OPERATE BY REMOTE CONTROL ha 500R

The Remote control enables you to activate several functions of your power station (Disarmament, Total Armament, Partial armament, Panic and Test Mode.) The Remote control has a Panique switch, of which activation causes a situation of alarm immediately supplements when the system is in mode Armé or Disarmed (except if the system is in Test mode). The Remote control uses a pile with the Lithium of the type CR2032 which, under normal conditions, lasts one life of more than 1 year. If the pile is in good state, the indicator remote control ignites in a fixed way, in the event of pressure on a key. However, if the pile is weak, the indicator will flicker at the time of the support on a key. In this case, to proceed as soon as possible with a replacement of the pile.

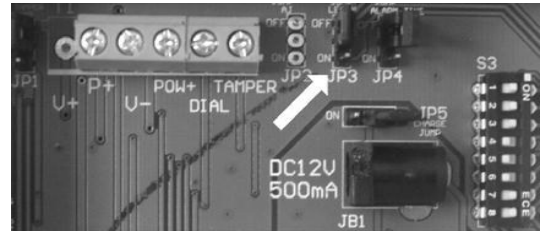
STARTUP

Using a coin, to unscrew and withdraw the lid with the back. To insert the pile by making sure that the face comprising + is apparent for it (and not side of the printed circuit) To close again the lid

IMPORTANT: In the event of loss d' a remote control, take care to erase all the remote controls memorized by the power station (while following the indications of page 9) then remade the training of the remote controls remaining in your possession.

To put the power station in learning mode

- To remove the food of the power station (sector + piles)
- To put rider JP3 in ON position
- To connect the power pack (the diodes food and zone 1 must be lit)



IMPORTANT: It is not necessary to give the piles of safeguard for the phase of training.

Training of the remote controls (4 maximum)

- To press on the key " Food " to put in intensified brightness the indicators zone 1 and zone 2 (the indicators must be lit at the same time)
- To press on key ARM/DISARM during 3 seconds (the power station must emit a long beep)
- To press on any key of the remote control (the power station will emit a long beep if remote control is correctly recognized)
- To remake this same procedure for each remote control

To give the power station in normal mode

- To remove the food of the power station (sector)
- To put rider JP3 on OFF
- To connect the power pack and to give the piles of safeguards (the diode food must be lit)